

Gaim Outpost

SPECS

Class: Capital Base
In Service: 2260
Point Value: 600
Ramming Factor: 300
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

HANGAR

12 Medium Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



WEAPON DATA

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Concentrator

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

SECTION HITS

1-4: Packet Torpedo
5-8: Scattergun
9-10: Particle Concentrator
11-18: Section Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-14: Sensors
15-16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

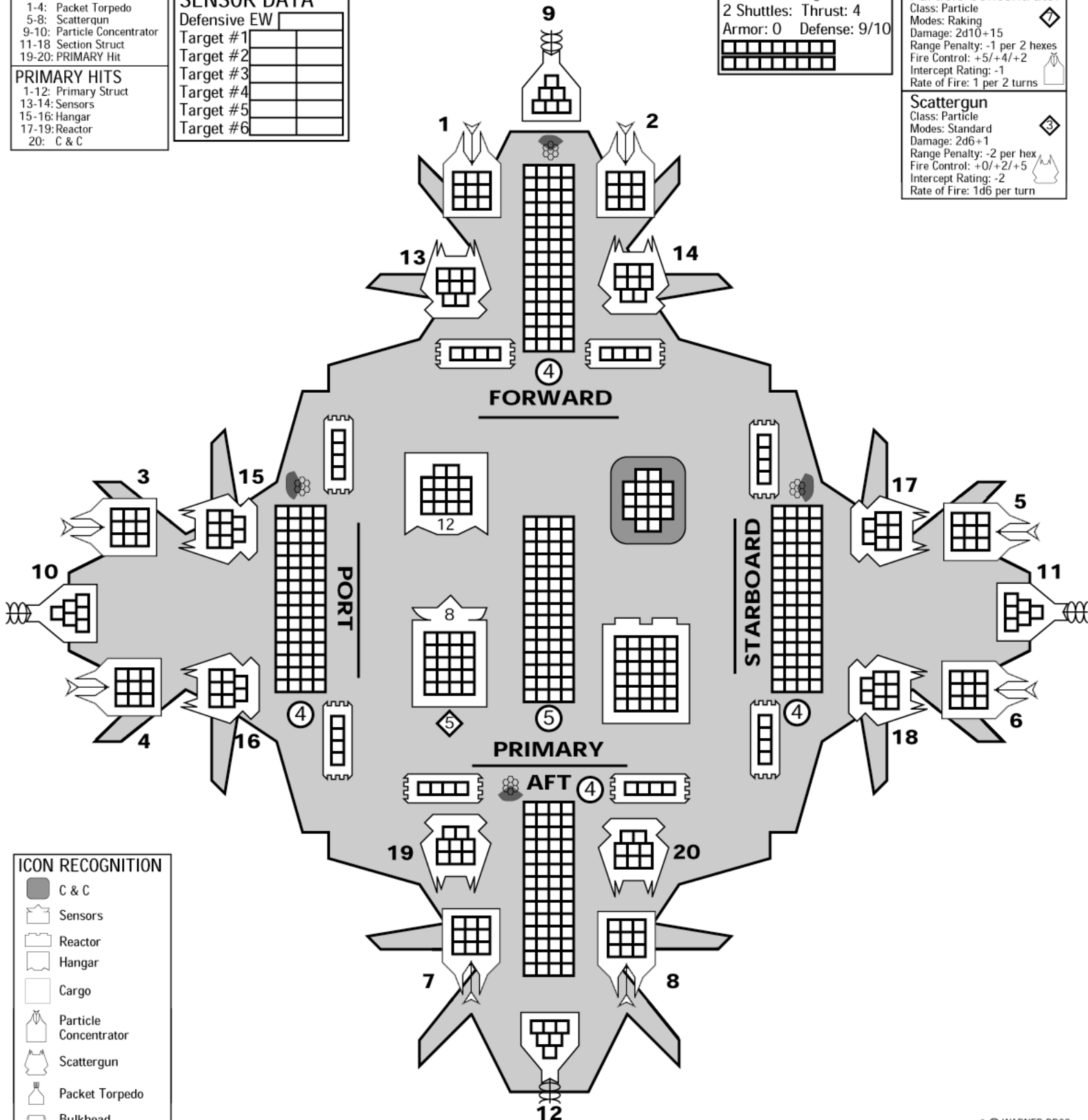
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Particle Concentrator
- Scattergun
- Packet Torpedo
- Bulkhead